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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/609,337	06/27/2003	Toshiyuki Hosaka	9319S-000522	9272

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EXAMINER

KARKHANIS, AASHISH

ART UNIT PAPER NUMBER

3714

DATE MAILED: 03/17/2006

Please find below and/or attached an Office communication concerning this application or proceeding.

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<b>Office Action Summary</b>	<b>Application No.</b> 10/609,337	<b>Applicant(s)</b> HOSAKA ET AL.	
	<b>Examiner</b> Aashish Karkhanis	<b>Art Unit</b> 3714	

**-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --**

**Period for Reply**

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

**Status**

- 1) ☒ Responsive to communication(s) filed on 27 June 2003.
- 2a) ☐ This action is **FINAL**.                      2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

**Disposition of Claims**

- 4) ☒ Claim(s) 1-9 is/are pending in the application.
- 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- 5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.
- 6) ☒ Claim(s) 1-9 is/are rejected.
- 7) ☐ Claim(s) \_\_\_\_\_ is/are objected to.
- 8) ☐ Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

**Application Papers**

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☒ The drawing(s) filed on 27 June 2003 is/are: a) ☒ accepted or b) ☐ objected to by the Examiner.  
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

**Priority under 35 U.S.C. § 119**

- 12) ☒ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☒ All    b) ☐ Some    c) ☐ None of:
1. ☒ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

\* See the attached detailed Office action for a list of the certified copies not received.

**Attachment(s)**

- |  |   |
|--|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892)  | 4) <input type="checkbox"/> Interview Summary (PTO-413)<br>Paper No(s)/Mail Date. _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)                                   | 5) <input type="checkbox"/> Notice of Informal Patent Application (PTO-152)             |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)<br>Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____  |

## **DETAILED ACTION**

### ***Claim Rejections - 35 USC § 102***

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

1. Claims 1 – 9 are rejected under 35 U.S.C. 102(b) as being anticipated by Sakamoto (U.S. Patent 5,989,121).

Regarding Claims 1 – 2, Sakamoto discloses A demonstration display method for a game machine comprising the steps of displaying a changing display screen on a display unit (col. 1, lins. 6 – 11), wherein said changing display screen corresponds to a presentation pattern which is determined from among a number of presentation patterns based on predetermined conditions (col. 6, lins. 27 – 31; where random numbers are predetermined conditions associated with prizes activated by certain reel symbol combinations which are presentation patterns), identifying a presentation based on record sequence information, and sequence of said presentation pattern (col. 6, lins. 63 – 67; where a record sequence is stored in memory), and successively displaying said changing display screen on said display unit, wherein said changing display screen corresponds to each presentation pattern based on the predetermined presentation sequence (col. 1, lins. 51 – 61) when a start signal is outputted by a game mechanism (col. 3, lins. 18 – 20).

Regarding Claim 5, Sakamoto discloses a game machine for a demonstration comprising a display unit that displays a changing display screen on a display unit (col. 2, lins. 51 – 61), wherein said changing display screen corresponds to a presentation pattern that is determined based on predetermined conditions from among a number of

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presentation patterns (col. 6, lins. 6 – 9; where the last position of each reel is determined by a random number generator and operator stop button control), a storage unit that records sequence information, in which a sequence of presentation of each said presentation pattern is recorded (fig. 6; where a sequence for each reel is recorded for later display), and a control unit that makes said display unit successively display said changing display screen, wherein said changing display screen corresponds to each said presentation pattern, according to a specified presentation sequence based on the sequence information (col. 6, lins. 63 – 67; col. 7, lins. 1 –9; where reel are spun according to the sequence of stored record symbols for each reel).

Regarding Claims 3 and 7, Sakamoto discloses a demonstration display method for a game machine further comprising the steps of using the sequence information where a plurality of records, in which said presentation pattern for demonstratively displaying said changing display screens is registered so as to be specifiable, are registered in accordance with said demonstrating sequence (fig. 6, where a number of symbol records are registered and specified as part of a reel sequence stored in memory), and successively displaying said changing display screen corresponding to the presentation pattern specified by any designated one of the plurality of records (col. 2, lins. 51 – 61, where records in a sequence are shown successively while a reel is spinning).

Regarding Claims 4 and 8, Sakamoto discloses a demonstration display method for a game machine further comprising the steps of displaying a pattern, which is designated by start pattern designation information where the pattern to be displayed at

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a start of the display of the display screen for each of said presentation patterns within said sequence information at the start of said display of said display screen (col. 5, lins. 65 – 67; col. 6, lins. 1 – 5; where reels may start at any position and the position of each reel is known at any time through a reset operation), and displaying a pattern, which is designated by a last pattern designation information where the pattern to be displayed last of said display screen for each of said presentation patterns within said sequence information at the last of said display screen (col. 6, lins. 6 – 9; where the last position of each reel is determined by a random number generator and operator stop button control).

Regarding Claim 6, Sakamoto discloses a game machine wherein when a start signal has been outputted by a game mechanism, said control unit causes said display unit to display the changing display screen corresponding to one of said presentation patterns (col. 3, lins. 18 – 20).

Regarding Claim 9, Sakamoto discloses a demonstration display method for a game machine comprising the steps of sequentially displaying a plurality of changing display screens on a display unit (col. 2, lins. 51 – 61; where multiple reels are displayed on a single main display), a sequence of display corresponding to a presentation pattern determined from among a plurality of predetermined presentation patterns (col. 6, lins. 63 – 67; col. 7, lins. 1 – 9); determining if a start signal outputted by a game mechanism has been received, if said start signal has been received (col. 3, lins. 18 – 19; where a start lever transmits a start signal to begin reel rotation), sequentially displaying said plurality of changing display screens on said display unit,

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the sequence of display corresponding to a play of said game mechanism (col. 1, lins. 6 – 11), determining if the play of said game mechanism has stopped (col. 3, lins. 21 – 24; where stop buttons indicate that a game has stopped), and if the play of said game mechanism has stopped, returning the sequence of display to a presentation pattern determined from among the plurality of predetermined presentation patterns (col. 6, lins. 27 – 31; where random numbers are predetermined conditions associated with prizes activated by certain reel symbol combinations which are presentation patterns).

### ***Conclusion***

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

U.S. Patent 4,299,388: Electronic reel game.

U.S. Patent 5,655,965: Video display for reel game.

U.S. Patent 5,785,595: Reel game stop position determination.

U.S. Patent 5,941,774: Electronic reel game.

U.S. Patent 5,967,893: Award determination for generic game of chance.

U.S. Patent 6,004,208: Reel game with video screen.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Aashish Karkhanis whose telephone number is 571-272-2774. The examiner can normally be reached on 0800-1630 M-F.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Scott Jones can be reached on (571) 272-4438. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

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Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

ARK

**JOHN M. HOTALING, II**  
**PRIMARY EXAMINER**

